

### PREPARATION

- Read over your Event, or create a new one.
- Read over your villains and supporting characters, or create new ones.
- Read over your Milestones, or create new ones.

### ACTIONS

During **Action Scenes**, you may take an **action** or respond to another character's action with a **reaction**. Actions include **attack**, **recovery**, and **support** actions as well as general actions.

- You roll your **dice pool** for an attack action against another character's reaction dice pool (plus an **asset**, **complication**, or other trait, if you're targeting one).
- You make a reaction roll against another character's attack roll.

### Rolling Your Dice

1. Declare your **intent**.
2. Build your **dice pool**.
3. Spend any **doom dice** on your pool.
4. Roll your dice.
5. Set aside **opportunities** (dice that came up 1).
6. Add together two dice for your **total**.
7. Choose one die as your **effect die**.
8. Spend any doom dice on your results.
9. Declare your final total, effect die, and opportunities.
10. Players may activate your opportunities by spending a PP.
11. A player rolls dice in opposition. Compare totals to see which side wins.

### Building Your Dice Pool

- Your **Affiliation** (based on current grouping)
- One **Distinction**, either as a **D8** or a **D4** (using **D4** gets you a **D6** doom die)
- One **power** from each of your **Power Sets**
- One **Specialty**
- One of your opposition's **stress** or complication dice, if any
- One **asset**, if any
- One **push** die, **stunt**, or **resource**, if any

### Using Effect Dice

- On a successful action, you may:
- Inflict or step up another character's **stress**.
  - Create, remove, step up, or step down an **asset**.
  - Create, remove, step up, or step down a **complication**.

### DICE



D4



D6



D8



D10



D12

### DOOM POOL

When you roll the doom pool as opposition, add any appropriate traits (such as Scene Distinctions, complications, or stress) to the doom pool.

### Spending Doom Pool Before the Roll

- Add a doom die to a villain's dice pool.
- Activate certain villain SFX.

### Spending Doom Pool After the Roll

- Add an extra die from the roll to the total. The doom die spent must be at least equal in size to the extra die.
- Keep an extra effect die from your roll when attacking multiple targets. The doom die spent must be at least equal in size to the extra die.
- Use an effect die from a reaction roll.
- Activate certain villain SFX.

### Spending Doom Pool During a Scene

- Create a new Scene Distinction (**D8** or larger).
- Interrupt the action order with a Watcher character.
- Split a hero off from the rest of the situation, re-adjusting the **SOLO/BUDDY/TEAM** dynamic.
- Activate Scene or Event effects.
- Activate a hero's Limit. (You must first offer to pay the player 1 PP instead.)
- Spend **2D12** to end the scene immediately.

Whenever you spend a D12 from the doom pool, give all affected heroes 1 XP.

### THE ACTION ORDER

- The Watcher chooses a hero to go first or spends a die from the doom pool for a Watcher character to go first. If no heroes have **REFLEXES** or **SENSES** powers or if Watcher characters have **REFLEXES** or **SENSES** powers equal to the heroes, the cost is **D6**. Otherwise, the cost is a doom die at least equal to the highest **REFLEXES** or **SENSES** powers the heroes possess.
- After the chosen hero acts, his player chooses who acts next.
- Everyone, including all Watcher characters, must act before anyone can act again.
- The Watcher may interrupt the action order by spending a die from the doom pool. Order of play continues with the interrupted player.

### ADVICE

- Help heroes hit their Milestones!
- Buy opportunities for PP!
- Spend the doom pool!
- Challenge the heroes!
- Have fun!

POWER RATINGS

Powers are usually rated from **D6** to **D12**, based on the following rough guidelines. Some powers start at **D8**.

- 6** **D6:** Powers of this rating aren't the hero's signature power or don't get much of a spotlight when they're used. **D6** powers are often utility-type effects, or only of **Minor** effect. Having a **D6** power is useful because it gives you justification for doing something that ordinary people can't do, or it may come in handy when other powers are shutdown or unavailable.
- 8** **D8:** Powers of this rating include all of the **Enhanced** rank of ability; these are levels of performance beyond that of ordinary human beings. A **D8** power is one that sees a lot of use and is roughly equivalent to being an Expert in a Specialty in terms of how effective it is.
- 10** **D10:** This rating of power includes all of the **Superhuman** degrees of ability; these are significantly beyond those possessed by normal humans. Few super heroes have powers rated higher than this. It's a power that's roughly equivalent in effectiveness to a Master in a Specialty, i.e., world-class in scope.
- 12** **D12:** This rating is reserved for **Godlike** levels of ability and the topmost level of performance possible. Very few super heroes have **D12** powers, and usually they're limited to single, specific powers or effects.

SPECIALTY RATINGS

A Specialty is rated at either Expert or Master level.

- 8** **EXPERTS** are a cut above the rest, having had extensive experience and practice using skills in this field. If you're an Expert, you know the theory and application of the skill set, probably have contacts in the field of study, and can recognize others with this level of training just by observation. Any time you roll dice to do something for which your training might help, you may choose to add *either* a **D8** or **2D6** to the dice pool.
- 10** **MASTERS** are world-class specialists in their field. If you're a Master, your experience and training extends beyond that of Experts, and definitely includes a thorough understanding of both the field itself and those who practice it. When you want to use your training to help in an action, you may choose to add *either* a **D10** or **2D8** or **3D6** to your dice pool.

DOOM POOL

Starting Doom Pool

Act Type	Doom Pool
Standard	2D6
High Stakes	XD8
Catastrophic	XD10
Global Scale	3DX
Cosmic Scale	4DX

Note: The X in each case is the default, so if you have an Act that's both Cosmic Scale (**4DX**) and has Catastrophic Stakes (**XD10**), it's a **4D10** doom pool to start with.

STRESS / TRAUMA TRACKS

Use these to track the physical, emotional, and mental stress of your various Watcher characters.

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